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CONTROLS



^{*}Some parts of the game use the touchscreen. Please refer to those sections for more information.

^{*}There are some instructions at the bottom of the screen. Refer to that if you forget the controls.

CONTROLS

directional buttons	Move Around the Map/Move Cursor	
left stick	Move Around the Map/Move Cursor	
right stick	Strafe on Map/Move Cursor	
⊗ button	Select/Kick	
© button	Cancel/Open Memo Screen	
♠ button	Open Menu Screen Perform Action Change Displayed Screen on Select Screens	
D button	Open Map Screen Open Battle Log Change Displayed Screen on Select Screens	
L button	Strafe Left/Change Displayed Category	
R button	Strafe Right/Change Displayed Category	

START button	Open Help Menu	
SELECT button	Open Options Menu Change Status Info During Battle	
screen (touchscreen)	Control Map Screen Control Circle Screen	

() C

Check Help

Press the START button to open the Help Menu. When in doubt, press START.

This game supports screen shots.

In order to save screen shots, you will need a memory card.

STARTING THE GAME

Start the game from the LiveArea™ screen. The Title Screen will be displayed shortly.

New Game

Start a new game from the beginning.

Game Over

When all of your party members die, it will be Game Over.

Once you get a Game Over, you will be brought back to the Title Screen.



Continue

Continue from a previously saved game.

Touch the save data you want to load on the touchscreen.

STARTING THE GAME

Options

Adjust the playing environment.

You can access the Options Menu from the Title Screen, at the inn, or on a map.

Volume Controls	Adjust the BGM, SE, and voice volume.	
Voice Playback	Turn the character voices on or off on the map and during battle.	
Network Connect	Change the settings for PlayStation®Network Services.	
Command Memory	Choose to turn the Command Memory on or off.	
Mini-Map Display	Choose to turn the mini-map of the map on or off.	

Regarding Saves

Saving can be done at the inn or in a summoning circle.

Use the touchscreen to navigate through the Save Screen.

System Data and Game Data will be saved on the memory card.

You will need at least 896KB of free space on the memory card.

Assemble your ideal party members from many different races and classes. Make a party that best fits your favorite demon!



Race

Human

Humans are well balanced. They can be any class.



Elves have very high intelligence. They make good Wizards.



Dwarves have very tough bodies, and are immensely powerful. They make good Fighters and Paladins.

Migmy

Migmies have high mystic powers, and high agility. They make good Healers and Rangers.

Ney

Neys are capable of making accurate and agile attacks. They make good Samurais and Assassins.

Class

Fighter

An attacking class fit for fighting on the front lines.

Paladin

A defending class fit for guarding from the front lines.

Samurai

A relatively lightly armored warrior for the front lines.

Ranger

A mid-line warrior capable of making long range attacks.

Assassin

A class that confuses enemies, fit for advanced players.

Wizard

A class that is capable of using attack and support spells.

Healer

A class that is capable of healing party members.

Register Character

Register new characters at the inn. Everything except race and class can be changed later.

*The main character's race and class cannot be changed.

Appearance

Select the character's appearance.

Use the button to select the gender.

*A character's appearance does not affect their stats.



Race

Select the character's race.



Class

Select the character's class.



> Voice

Select the character's voice for when it attacks, gets hurt, and dies.

Press the button to play audio samples.



Name

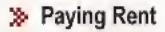
Enter the character's name.

Use the keyboard on the touchscreen to type.



The Dragon Princess Inn

Once your party returns to the Dragon Princess Inn, your HP and MP will be healed. You will need to go to the basement to revive those who have died.



Once you return to the inn, you must pay the rent. How strong your party is, and how many rooms you have factors into the cost of your rent. You have to pay for all of your rooms.

If you pay on time, you might even get a prize, so make sure to pay your rent on time.

Not Paying Rent

If you don't have enough money, you will owe money. While you owe money, you will not be able to access some of the functions of the inn.





The Facility

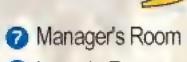
- Entrance
- 2 Hall
 - 8 Bath
 - Basement







- S Your Room
- 6 Party Member's Room

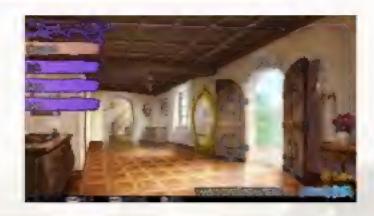


- 6 Lorna's Room
- Item Shop
- 10 Weapon Shop



Entrance

Select "Depart" to head off to a map. You can always save and load data here.





Check the "Bulletin Board" for quests. You can report your quest progress by talking to people.



1

Bath

You will be able to change your appearance, voice, and name here.



Kukure

A young Migmy who claims to be a stylist. He runs a salon in the inn.

Basement

You can store and retrieve items in "Storage." In here, you can revive your party members, and use the Ether Mill to strengthen your items.





Prometh

A mysterious girl who works as a mortician at the inn. She knows how to revive people from the dead.



Your Room

From your room, you can check the status of your party, read books, select which demons to use, and load and save game data.



Party Member's Room

You can add or remove party members here. Choose "Status" to check their stats.

Interior

You can put 1 item of furniture in each party member's room. It will strengthen that party member, depending on the item. You can buy furniture or find it outside.

Manager's Room

You can manage all the rooms from here.



Lorna's Room

This is Loma's Room.

Item Shop & Weapon Shop

You can buy and sell items and weapons here.

They have a certain inventory on items, so they can sell out.



Bulletin Board

Quests will be listed on the bulletin board.



Quest Status

Available

There are three types of quest statuses.







Completed

Quest Types

There are two types of quests, Key Quests and Sub Quests.



Key Quests

These are quests to acquire demon keys. They will be marked with a key.

Sub Quests

These are all the quests that aren't Key Quests. Some can be crucial to progressing the story, and some are unrelated to the story.



Ether Mill

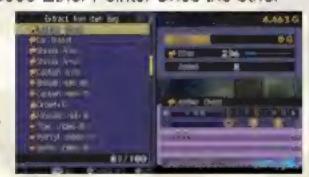
You can use the Ether Mill to strengthen your weapons.



Ether Extracting

You can extract ether from your weapons and armor. You can then use that ether to strengthen other weapons and armor. You can store up to 9999 Ether Points. Once the ether

has been extracted from an item, the item will be destroyed. Be careful when you are extracting the ether.



> Check Ether

Select this to check how much ether you have.



>> Strengthen Item

Select this to strengthen your weapons or armor. You will need the corresponding amount of ether and money. The amount of ether and money will depend on how strong the item is. The stronger the

item, the more ether and money you will need.



Managing Rooms

Rent rooms and manage who lives in them from the Manager's Room.

> Rent a Room

Rent another room from the inn. The price of your contract will increase with the more rooms you have. If you rent a room, you will have space for one more party member. You can either fill that spot with someone who has been introduced to you, or look for a resident on your own.

> Register

You can create a new character.

The limit for how many characters you can register is 4 at the inn, and 3 outside, for a maximum of 7.

Unregister

Select this to completely delete a character. Once a character is deleted, you will not be able to retrieve its data. The items

that character has will be sent to storage.



Move

You can move members in and out of the rooms.

Your party will consist of the people who live in the inn.

>> Pay Overdue Rent

Select this to pay your overdue rent.



Viewing the Screen



1. Cockpit	Shows your party member info.		
2. HP, MP	Shows your current HP and MP.		
3. Line Placement	The yellow is in the front line, and the blue is the back line.		
4. Danger Level	Shows the level of danger in the current area.		

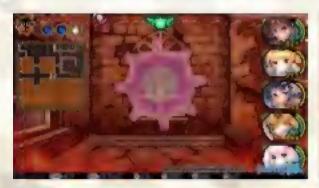
Shows how full the Demon Gauge is.	
The Demon Gauge will deplete as you use Demon Skills.	
The Demon Gauge will deplete while a demon is open.	
Attacking enemies will fill the Demon Gauge. Increase the max amount of the Demon Gauge by increasing your demon's loyalty.	
Shows how many demons you can employ at a time.	
Shows the permanent spell effects.	
Shows the permanent demon effects.	
Shows the map of the surrounding area.	
Shows what is on the map.	



If you take the demon, Comet, with you to the dungeons, you will be able to find shiny walls. Press the S button to kick the wall to reveal a hidden door.

Some walls react to certain demons. Some walls have items hidden in them. Use the treasure maps to find these hidden items.

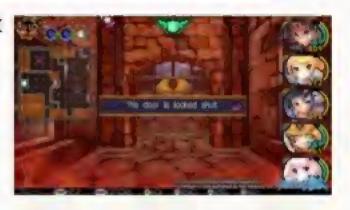
*Some walls don't react to any demons.





Locked Doors

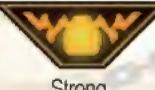
Some doors are locked that need to be opened. Find a way to open these doors.

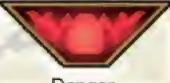


Danger Level

The Danger Level shows the strength of the enemies. Be on the lookout when it is yellow or red.







Strong

Danger

MAP

Map Screen

Press the D button to check the map.



1. Map	Shows a 20x20 map of the current area.	
2. Sector Name	Shows the name of the current area.	
3. Coordinates	Shows the coordinates of the cursor.	
4. Grid Info	Shows information about the selected area.	
5. All View	Shows the whole map.	
6. Switch Button	Switch floor or sector.	
7. Go Button	Go to the selected area.	

Auto-Movement

Once an area has been found, you can select that area and press the 🛞 button to automatically go to that area. You can press any button to cancel Auto-Movement.



Move by Touching

Touch the map to select where to move. Touch and hold to zoom in on the map. You can drag your route to choose precisely where you want to go. If you want to go to a different sector, touch the corresponding switch button. This will change the sector. Once you are done, touch the go button.



^{*}There are times when Auto-Movement can fail.

MAP

Map Legend

	Entrance	Go to the inn or other maps.
	Transfer Device	Move to another map.
1	Event	An event will occur.
1	Item	Obtain an item.
	Device	Activate a device.
	Strong Enemy	Encounter a strong enemy.
	Demon Circle	Encounter a demon.
0	Lost Corridor	The direction you are facing will randomly change.
E ^m	Dark Fog	You cannot see around you.
.000	Damage Wall	A wall that damages you when you walk into it.

NO ICON	Warp	Move to a specific set of coordinates.			
	Hatch	Move up or down a floor.			
	Gate Stone	Move to the inn or another map.			
®	NPC	Encounter an NPC.			
(1)	Treasure	Find a treasure.			
	Enemy	Encounter an enemy.			
	Circle	Use gems to summon enemies.			
*	Water Current	You will be moved in the indicated direction.			
	Damage Floor	You will take damage.			
	Water	You cannot use spells in the water.			
NO ICON	One Way	A wall will be created behind you when you pass this area.			



Special magic circles are located on maps that connect to other worlds. These are the ideal spots for mercenaries to make money.

Circles & Gems

When you use gems on a circle, enemies will show up with treasure.

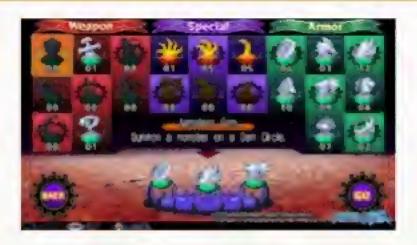
Defeat these enemies in battle to get their treasure.

Select the gems you want to use, and put them in the slot.

Once you are done setting the gems, press the button to start the battle.

Move by Touching

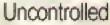
You can touch the screen to set the gems. In order to cancel a gem, touch the circle. Touch the go button to start the battle.



Circle Statuses

Once you get a treasure, the circle will become summoned. You will be able to summon more after going back to the inn. Controlled and summoned circles can be used to save games. You can also choose which demons to use.







Controlled



Summoned

CIRCLES

Gem List

Which gem you use will determine what item you will get.

Regular Gems:



Special Gems: Some gems can change the properties of the treasure. They are rare, so use them wisely.

Bronze		046	More	Vou will got more trasquire
SIMPL	The enemies will be stronger, but the gem will be better.		Most	You will get more treasure.
Gold	J - 1	T#1	Strengthen	The treasure will come fortified (+10).

How to Look at the Screen



1. Cockpit	This is accessible by pressing the SELECT button.	
2. Enemy	This is where the enemies are.	
3. Number of Lines	This is the number of enemy lines.	
4. Open Demon	This is the status of the opened demon.	
5. Battle Commands	These are the commands you can perform in battle.	

Battle Commands

	ATTACK	Attack with your weapon. Press the up and down buttons to select the line, and the left and right buttons to select the target. If your weapon doesn't have enough range, this will not be available.
	DEFEND	Focus on defending, temporarily increasing your evasion.
	SKILL	Use a skill or magic. In order to use magic, you will need MP.
	ITEM	Use an item or switch weapon sets.
13	RUN	Run away from the battle. If you fail, you will lose a turn.
of Control	DEMON	Use a demon skill or open a demon. Only the main character can use this.

Repeat Attack

During battle, the actions your party takes will be recorded. Press the 🛆 button to perform the same actions. If there is no action recorded, the party members will perform attacks. If the enemy is too far, they will defend.

Elements

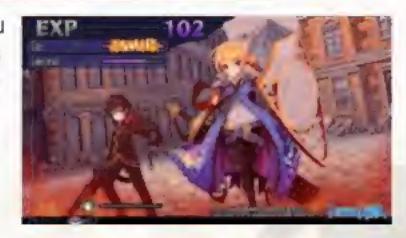
There are 6 types of elements. Each element has its strength and weakness. Use them to your advantage.



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Results Screen

Once the battle is over, you will be taken to the Results Screen. You can see what items you got, as well as the amount of gold and EXP gained.



New Items

You will receive a special notice about new items.



Level Up

Gain EXP to level up. Choose which stat you want to increase. Characters may also learn new skills.



Status Ailments

Characters may be inflicted with status ailments. If you leave them be, it will be disadvantageous in battle, so use items and spells to heal them.

9	Confuse	The character will act on its own, with no regard for enemies or allies.
ZZ	Sleep	The character will be put to sleep, and will take extra damage if attacked.
0	K.O.	The character will be knocked out, and will take extra damage if attacked.
	Poison	The character will take damage over time. This effect stays even after battle.

3	Paralyze	The character will be unable to use many skills.
0	Silence	The character will be unable to use many spells.
	Dead	Characters die when their HP reaches 0. They cannot act in battle. If all characters die, it will be Game Over.
\rightarrow	Enrage	The main character loses himself and starts attacking the party members.

Soul Gaze

This is a skill that some enemies use. It will inflict the main character with the Enrage status ailment. This can be prevented by preemptively opening a demon.



Looking for Demons

Demons wander around, hiding in random circles. They can be called out by setting a gem. Since they appear randomly, you should always be prepared. When they are defeated, they will go into hiding again. Take control of all the circles to corner them.



Capturing Demons

Take control of all the circles on a map to make the demon circle appear. Contrary to other circles, these ones don't require gems. When you go into their circle, you will fight with an angry, full-power demon. Once you defeat them, they will be captured.

*You can only carry one demon soul at a time.



Enslaving Demons

Take the demon soul back to the inn and talk to the manager, Fran, to enslave them.



Choose Your Demon

Once you enslave a demon, they will turn into a key and you will be able to use them. Use the cursor to choose which demon to use. As the main character gets stronger, you will be able to use multiple demons simultaneously.



Increasing Loyalty

The higher the demon's loyalty is to you, the better they will perform. You can increase their loyalty by fighting with them.

Loyalty will increase faster if you open them or use demon Skills. Increasing loyalty will increase your Demon Gauge, and the demon may learn new skills.

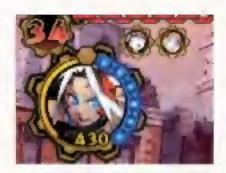


Ö

Fighting with Demons

Open Demon

Summon a demon during battle. Select "Open Demon" from the DEMON command. Each demon can only be summoned once during a battle. Demons act on their own, and cannot be controlled. When the demon is summoned, they will use up the Demon Gauge.



Close Demon

Select "Close Demon" from the DEMON command to send the demon back. If a demon dies, you will not be able to use its demon skill during that battle. Make sure to close demons before they get killed.

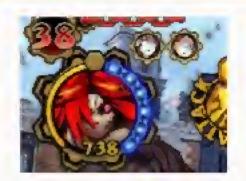
Self Opening

Sometimes a demon will open itself and enter battle on its own. It will perform in battle for one turn and then unsummon itself. This will not count against the 1 open per battle limit.



Demon Chaos

If your Demon Gauge runs out while a demon is summoned, the demon will go into chaos mode. It will get much stronger, but it will attack both enemies and the party. In order to unsummon a raging demon, you will need to fill the Demon Gauge by a certain amount.



Demon Rage

This is a skill the main character can use to make the demon enter chaos mode while still maintaining its sanity. More of the Demon Gauge will be used, but it's a very effective way to deal massive damage to enemies.





From here you can check character information, change equipment, and use items and spells. You can access this menu by pressing the 😩 button in the inn or from the map menu.

© Status



1. Level	The character's current level.		
2. Menu Commands	SKILL	Use or check the character's stats and spells.	
	ITEM	Use, sort, or throw away your items.	
	EQUIP	Change the character's equipment and artifacts.	
	ORDER	Change the party formation.	
	QUEST	Check which quests you have currently accepted.	
	DEMON	Check the stats of your demons.	
3. EXP	The amount of EXP the character needs in order to level up.		
4. HP and MP	The character's current and max HP and MP.		
5. Stats	The character's stats: STR, INT, MYS, VIT, AGI, LUC. Press the button to switch to battle stats.		
6. Battle Stats	The character's battle stats. Press the button to switch to stats.		

MENU

> Class Info

Press the button to get more information about your class. You can check your skills, spells and levels.

ltem Data

This is the information you will see when you select an item. You can check the stats of your gear by pressing the 🛆 button.



1. Item Rank	Item ranks range from S/A/B/C/D/E.
2. Type	The type of item this is.
3. Hand	Which hand the item can be equipped in.
4. Required Class	The classes that can equip the item.
5. Weapon Range	Weapon ranges range from S/M/L.
6. Attack Info	The power and number of attacks of the weapon.
7. Defense Info	The hit, evade, and defense of the item.
8. Effects	Any additional effects of the weapon.

MENU

Weapon Range

There are 3 types of weapon ranges: S/M/L.

Range	S	M	L
Front	1st Line	1st & 2nd Lines	All Lines
Back	Unable	1st Line	All Lines



> Additional Effects

There are many kinds of additional effects.

Elemental Effects	There are 6 elemental effects: Fire/Wind/Water/Earth/Light/Darkness.		
Stat Effects	May boost the user's stats: STR/INT/MYS/VIT/AGI/LUC.		
Ailment Effects	May inflict status ailments: Silence/Confuse/Sleep/Poison/Paralyze/K.O./One-Hit		
Bane Effects	The weapon will be more effective against certain types of enemies: Beast/Organism/Undead/Spirit/Demon/God/All		
	Spell ATK	Spell effects and attacks will be strengthened.	
	Spell DEF	Spell resistance will be improved.	
Equip Effects	Special DEF	Resistance against special attacks (such as breath attacks) will be improved.	
	HP+/HP-	User will recover or lose HP while walking.	



> Unique Items

The item rank of a unique item is yellow. You can only get these individual items once throughout the entire game. Unique items can be strengthened more than non-unique items.

MENU

Changing Equipment

Equipment consists of weapons, armor, and artifacts.

Equip Gear

Select this to equip your weapons and armor. You can equip 2 sets of gear. Press the SELECT button to switch between the sets.

> Equip Artifact

You can equip up to 5 artifacts. They can have either skills or spells inside of them. Most artifacts are unique. Use them wisely.









Changing Formation

Choose the number of front liners, and then choose the order of your party.

Regarding Formation

There is a front line and a back line. Front liners can attack with any weapon, but can be easy targets for enemies. Back liners get targeted less by enemies, but have range limitations. You will need at least 1 front liner.

*If you have a party of 5, you will need at least 1 back liner.

MENU

Confirming Quests

You can confirm the progress of your quests.

Put the cursor over the quest and press the 🛞 button.

Demon Status

Check the status of your currently employed demons.



1. Loyalty	The demon's current loyalty rank.
2. Loyalty Gauge	The progress made toward the next loyalty rank.
3. Employed Demons	The demons that are currently employed.
4. Max HP	The demon's max HP.
5. Demon Skills	The list of Demon Skills. The number on the right shows which loyalty rank they learn that skill.
6. Skill Description	Information about the highlighted Demon Skill.





Gazer Memo

You can leave memos on the map for other players to see.

> Read Memo

Press the button to read a memo. You can press the button to peel off the memo, or take a note of the memo. Memos are not guaranteed to still be there the next time you come to a map, so if you find good information, write it down.

You will need magic chalk to take notes.





NETWORK

> Write a Memo

You can use magic chalk to write memos.

Use the preset words to write a sentence. There can be up to 20 memos in a sector, and the old ones will be deleted first.



Gazer Tag

You can share your gamer profile using the "near" function. Access Gazer Tags in the hall.

> Check

Check the profile of other players that you got using the "near" function. Choose the player from the list.

> Register

Register your current party for use with the "near" function. Update your Gazer Tag when you get better gear or level up.

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness eye or muscle twitches disorientation any involuntary movement
- altered vision
 loss of awareness
 seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.



WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC & IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant
 to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful
 interference in a residential installation. This equipment generates, uses, and can radiate radio frequency
 energy and, if not installed and used in accordance with the instructions, may cause harmful interference
 to radio communications.

FCC & IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment
 does cause harmful interference to radio or television reception, which can be determined by turning
 the equipment off and on, the user is encouraged to try to correct the interference by one or more of the
 following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- · Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this ninety (90) days warranty period, NIS America, Inc. will replace the game disc, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

WARRANTY SERVICE:

- Finalize your registration for Demon Gaze™ at NISAmerica.com.
- 2. Save the sales receipt and UPC code found on the game package for retail versions of this game.
- 3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
- 4. If the game is not covered by a store warranty, notify NIS America by emailing Support@NISAmerica.com or call the customer service dept. at (714) 540-1185, between the hours of 10 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.

Please contact customer service by email at Support@NISAmerica.com.

NIS America, Inc.

4 Hutton Centre Dr. Suite 650, Santa Ana, CA 92707 (714) 540-1185

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For more information on this game, please visit

